
Subject: Re: Can I extend the Serialization to other types?

Posted by [mirek](#) on Fri, 27 Jul 2007 09:07:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
template <>
inline Stream& operator%(Stream& s, FooType& x)
{
    int n = x;
    s % n;
    x = (FooType)n;
    return s;
}
```

If FooType is a struct or class, the easier way is to provide Serialize(Stream& s) method for it.
